

Dreamcast™

Disney's
DONALD DUCK

"GOIN'! QUACKERS!"



Ubi Soft
ENTERTAINMENT

www.ubisoft.com

Disney
INTER
ACTIVE


EVERYONE
TM
E
CONTENT RATED BY
ESRB

T-17719N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

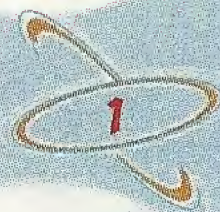
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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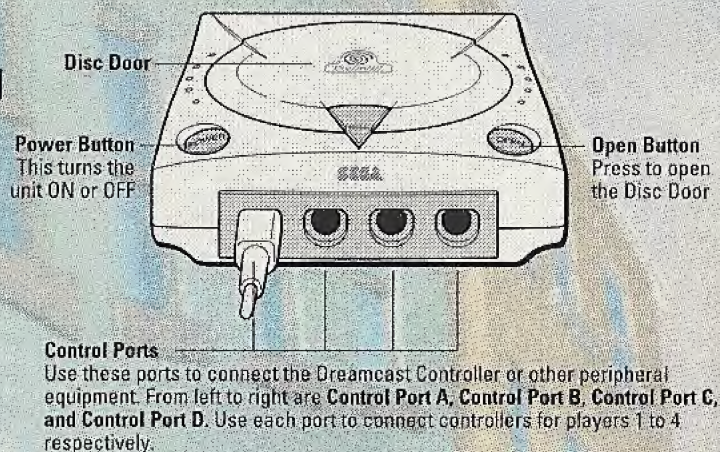


GETTING STARTED

Insert the Disney's Donald Duck Goin' Quackers GD-Rom into your Sega Dreamcast™ console. Close the disc door and turn the unit on. When the title screen appears, press the START Button to access the menu for selecting the VMU:

- **Disney's Donald Duck Goin' Quackers** is a 1 player game. Before turning the Sega Dreamcast power On, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.
- To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause Sega Dreamcast to soft-reset the software.

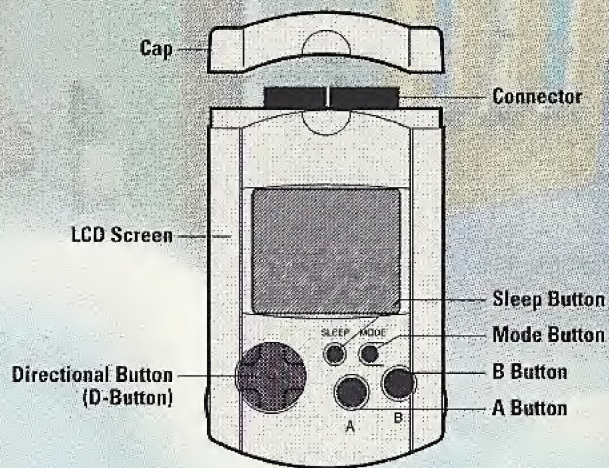
SEGA DREAMCAST HARDWARE UNIT



SAVING AND LOADING

- To save a game or resume a saved game, insert a memory card (VMU) into the expansion socket.
- Choose the desired expansion socket location with the Analog Thumb Pad. Press the A Button to select, then follow the instructions on the screen to enter your initials.
- It is only possible to load a saved game if the VMU is correctly inserted into the console before the power button is put into the on position.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



- The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. In Disney's Donald Duck Goin' Quackers, 4 blocks are required to save each game (including it's options settings).
- If you do not have a VMU: press the B Button. You can neither load nor save your game. We recommend that you use a VMU.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

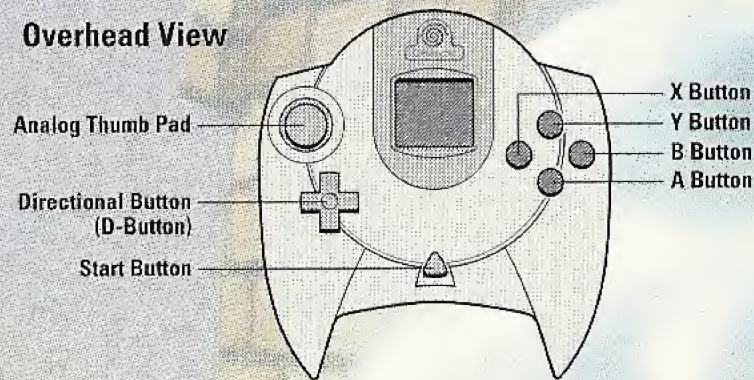
CONTROLS

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast™ power on. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power on, immediately turn power off and then on again making sure not to touch the controller.

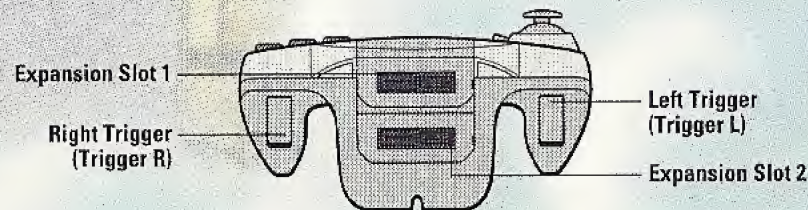
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast™ to soft-reset the software.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



CONTROL

Directional Buttons

FUNCTION

Move/Run

Start Button

Pause

A Button

Jump

*The longer you hold the button, the higher Donald will go

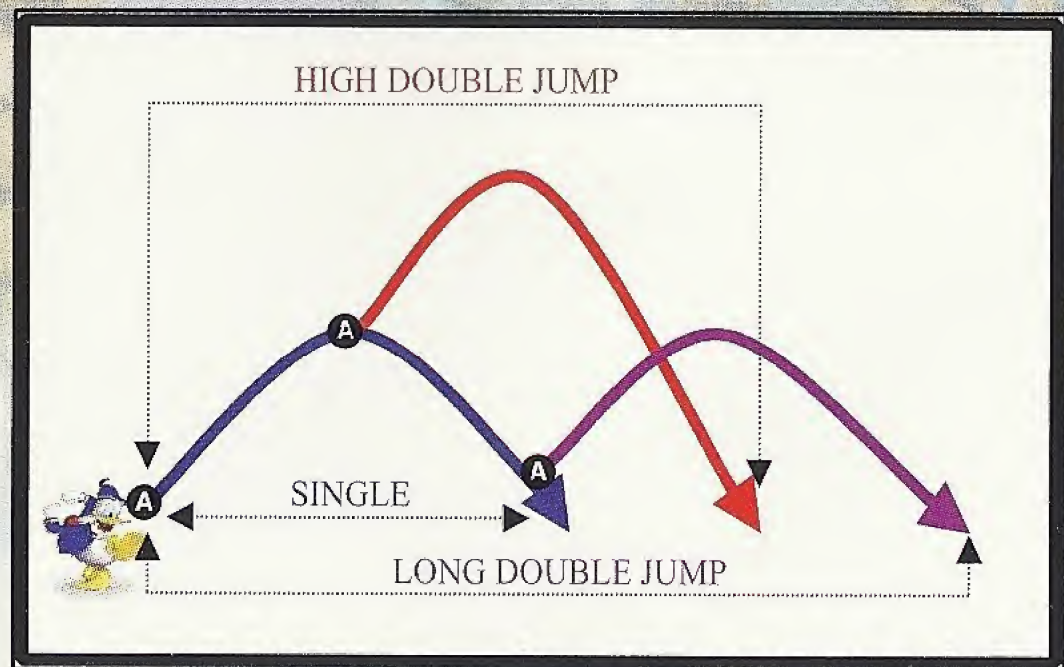
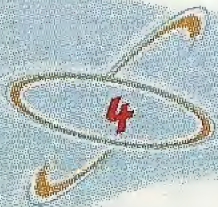
B Button

Attack

A+A Button

Double-Jump

*All you have to do is to press the A Button another time, when Donald is still in the air.



THE STORY

THE DUCKBURG NEWS
SPECIAL EDITION

FAMOUS REPORTER DAISY DISAPPEARS!

June 5 - The famous reporter, Daisy, was reported missing yesterday, after the transmission of the most daring report of her career was inexplicably interrupted. To everyone's amazement, Daisy had succeeded in getting into the secret temple of Merlock, the terrible magician. Yesterday morning, millions of television viewers were watching her live report on the local network. Unfortunately, just as Daisy was about to show us the fearful Merlock in his temple for the first time, catastrophe struck: Merlock discovered her. The picture broke up and no one knows what has become of Daisy. The population is dismayed. Rumor has it that the illustrious Donald Duck is hot on the trail to rescue Daisy. We hope to have more details soon.

Daisy, the famous journalist reported missing.



THE DUCKBURG NEWS SPECIAL EDITION

DONALD DUCK TO RESCUE DAISY!

June 6 - The now illustrious and impetuous Donald Duck has undertaken a perilous journey around the world to rescue Daisy. Our newspaper learned of this while interviewing Gyro Gearloose, a personal friend of both Daisy and Donald Duck. Thanks to one of Gyro's inventions, Donald will be able to be teleported across the world, and right into Merlock's temple to save Daisy. Here's what Gyro Gearloose had to say to us: "My teleporter will be able to send Donald to Merlock's temple, no problem. But first, we have to make it more powerful. That's why Donald is going around the world. I can't tell you anything more than that..." Remember that Daisy has been missing for 2 days (see our article of June 5). Everything points to her being taken prisoner by the horrifying Merlock. The whole world has their fingers crossed in the hope that the unfailing Donald Duck can save her in time. More details in our next editions.



Donald Duck, in a picture taken for "Our Heroes" magazine.



The inventor, Gyro Gearloose, in "The Dictionary of Great Thinkers".

THE GAME

MAIN GOALS

The Main Goal

Donald must complete the following three tasks to finish Disney's Donald Duck Goin' Quackers successfully.

Gather the pieces of the Boss Warp Pad.

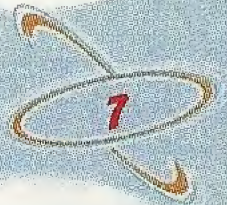
First, you must gather the four pieces of the boss warp pad. The pieces were stolen and hidden in each of the 4 regular levels by the evil Merlock. Donald has to travel through all of the levels to find the pieces and put them back together. Thus, Gyro can teleport Donald to the world's summit, where he must defeat the Boss, install each of Gyro's Weather-Vanes and in turn rescue Daisy.

Find the nephews' toys

Donald also needs to rescue his nephews captured toys. Merlock has cast an evil spell on Huey, Dewey, and Louie's toys, and it's up to their Uncle Donald to rescue them. Donald must break the magic spell and take back the toys. Once he's succeeded, the nephews will be so happy that they'll let Donald enter the Bonus Level!!!

Beat Gladstone's time

Once you've successfully completed the Bonus Level, you'll be able to go into the Beat-the-clock mode. Gladstone then launches a challenge to Donald, to beat his record time on each level. Donald has to replay all four worlds and beat Gladstone's record time for each one. It will take hard work from Donald, but when he succeeds, Gladstone will give him a reward....new golden threads! These can be used in one of Gyro's other inventions to get a special reward.



THE MENUS

MAIN MENU

New game

Start a new adventure with Donald.

4 New Game slots are available - they become saved game slots.

Load game

Allows you to load a previous game.

Delete Game

Deletes a previously saved game.

Options

Leads you to another menu where you can adjust some game components (sounds, controls, etc).



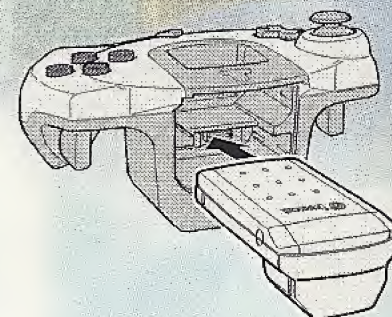
OPTION MENU

You can customize :

- Music Volume
- Sound FX Volume
- Stereo/Mono Sound
- Jump Pack



SEGA DREAMCAST JUMP PACK™



Insert the Jump Pack into expansion socket 2 of the Sega Dreamcast controller. If it is inserted into Expansion socket 1, it does not lock into place and may fall out during game play or otherwise inhibit game operation.

To activate the Jump Pack, choose Jump Pack in the Option menu and select ON with the Analog Thumb Pad.

IN-GAME SCREENS

PERMANENT VIEW

During the game, you'll see the following elements on the screen:

Life Counter: The number of lives remaining (The expression on Donald's face indicates Donald's current mood.)

Star Counter: The number of Stars collected

Time Elapsed: Counts down seconds (appears only in Gladstone Time Attack)

Toys: The number of Toys collected (appears only when a toy is collected)

Magic Book Timer: When Donald breaks the spell from Merlock's magic spell book, a timer is activated. This indicates how much time remains to find and recover each toy. (This timer only appears once the evil spell is broken.)



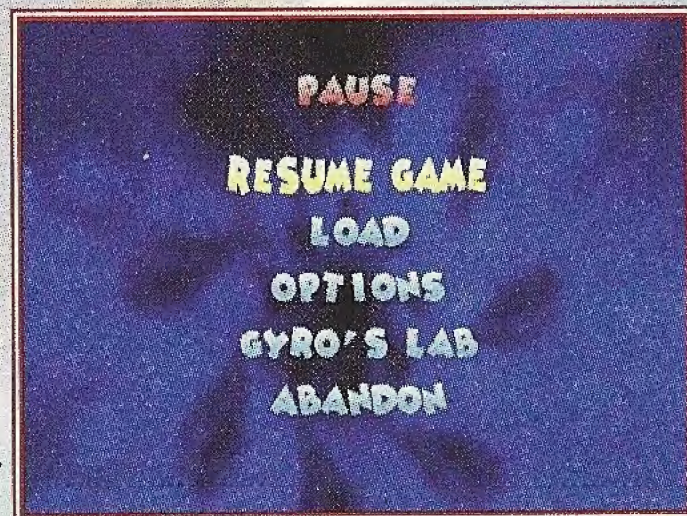
PAUSE

When you press the Start button during a level, the following options appear :

- **Resume:** return to the game
- **Load:** load a previous game
- **Options:** go to the Option Menu
- **Gyro's Lab:** go to Gyro's Lab
- **To Quit the Game:** once in Gyro's Lab, a menu appears and you can choose Quit

INVENTORY SCREEN

When you press the Y Button or the Trigger R, the inventory screen appears, indicating how many toys remain in the level.



GYRO-GAMMA-TUBAL-TELEPORT

GYRO'S TELEPORT

Here's the astonishing invention!!!

Allows you to:

- Access worlds and maps



THE OUTFIT SWAPPER

Allows you to :

- Change costume



THE BIG SCREEN

Press the Start Button to access a Menu that allows you to :

Resume: resume your game

Delete: delete a previous game

Options: leads you to the Options menu

Save: save your game

Load: load a previous game



DONALD'S MOODS

HAPPY

This is Donald's normal status. You have to keep him Happy as long as you can.

Hit points: 2

HYPER-DONALD

When Donald is Hyper-Donald, he becomes super fast and super strong for 10 seconds and he will be able to knock enemies out of his way.

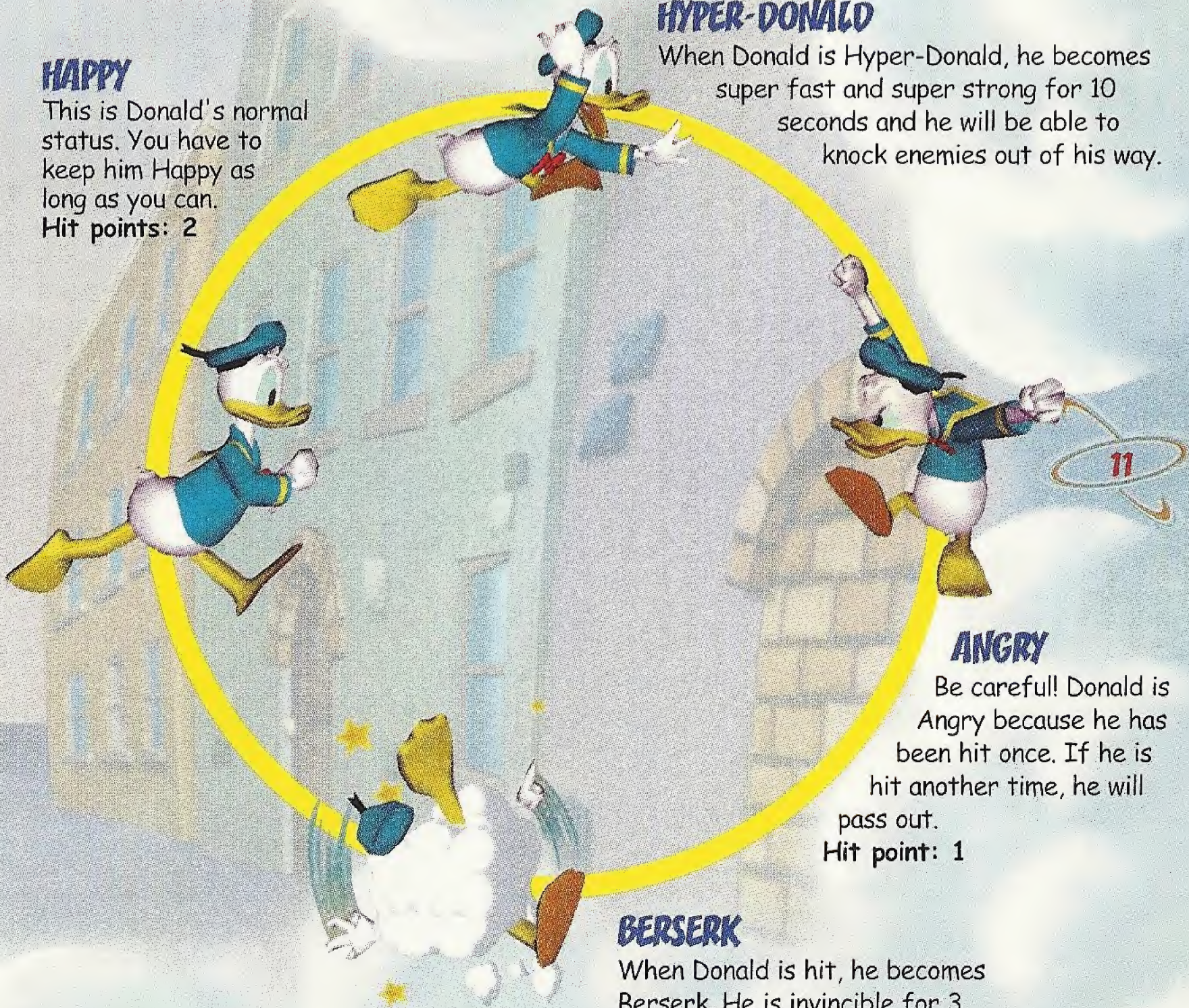
ANGRY

Be careful! Donald is Angry because he has been hit once. If he is hit another time, he will pass out.

Hit point: 1

BERSERK

When Donald is hit, he becomes Berserk. He is invincible for 3 seconds, so enemies beware!



COLLECTIBLES



Yellow Stars

Collect 100 Stars, you get an extra-life!!



Blue Stars

One Blue Star equals 10 Yellow Stars.



Red Stars

One Red Star equals 20 Yellow Stars.



Courier box gadget :

You can find them in the air or on the ground. Destroy the box and you will find Stars. Try to get them all: they will show you the way to go.



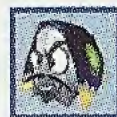
Checkpoints

This is an auto save mechanism which saves Donald's position inside a level. If Donald passes out, he will reappear at the location of the last checkpoint he passed.



Toy

In each level, you must find three of the nephew's captured Toys. Most of them are found in the hidden sections. Be careful!!



Merlock's Spell Book

You have to destroy the Magic Book before getting a toy. It's the only way to break Merlock's spell on the toy!



Extra-Life

Collect a free life.



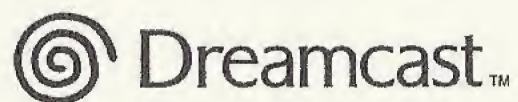
Milkshake

It's a power-up allowing Donald to get in a better mood. He is very keen on it!!



Warp Boss

You must collect 4 of these per world to open up the Boss map.



WARRANTY REGISTRATION

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or on the

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of Disney's Donald Duck Goin' Quackers

Which gaming publications do you read?

Which gaming consoles do you own/plan to buy within
the next 6 months?

Nintendo® 64 PlayStation® game console

other _____

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ne web at www.ubisoft.com

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Disney's
DONALD DUCK
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CHARACTERS

DONALD DUCK

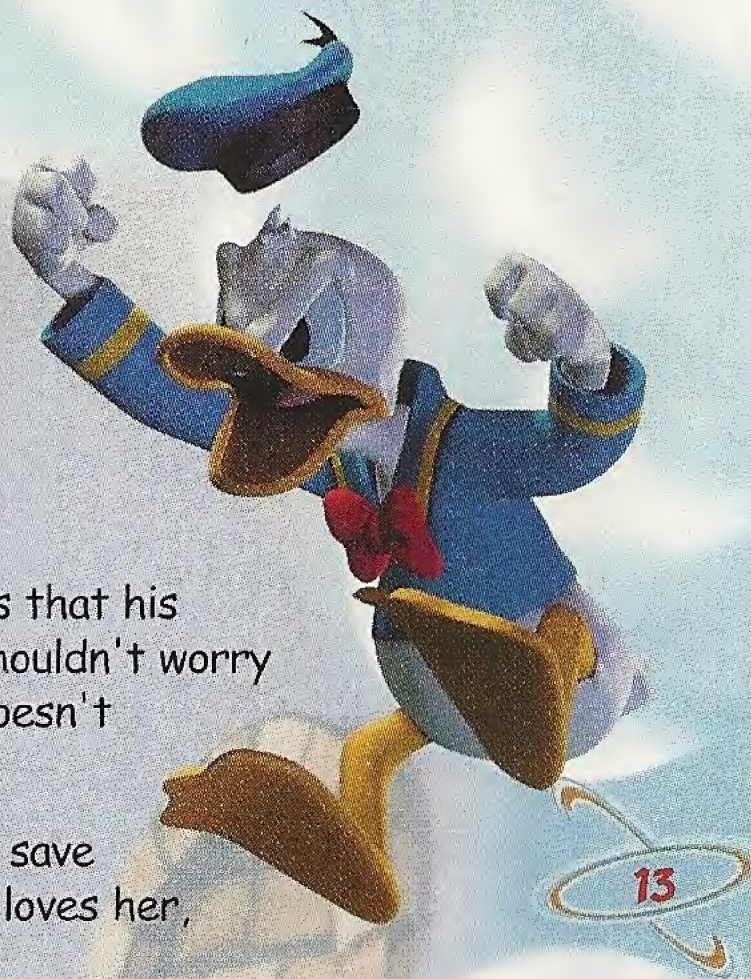
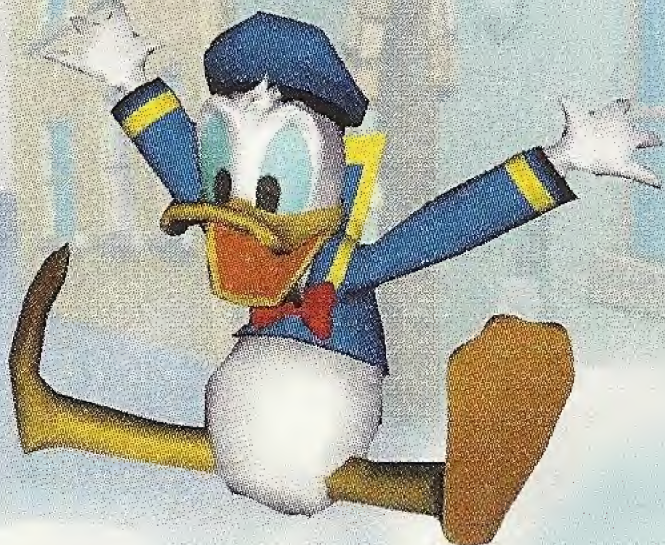
Donald is impatient and aggressive, it's true! And what a temper, wow!! But, more importantly, Donald is also a devoted and sincere friend. He won't let anything stop him from helping them. Daisy's in trouble? Donald's already on his way!

It's no secret: Donald loves Daisy. The problem is that his cousin, Gladstone, fancies her, too! But, Donald shouldn't worry too much: Daisy loves being with him... when he doesn't lose his cool! He'd better keep an eye on himself!

Today: Donald will go to the ends of the earth to save Daisy! And it's not just to impress her. He really loves her, and will rest, only when he knows she's safe...

Goal in life: To save Daisy!

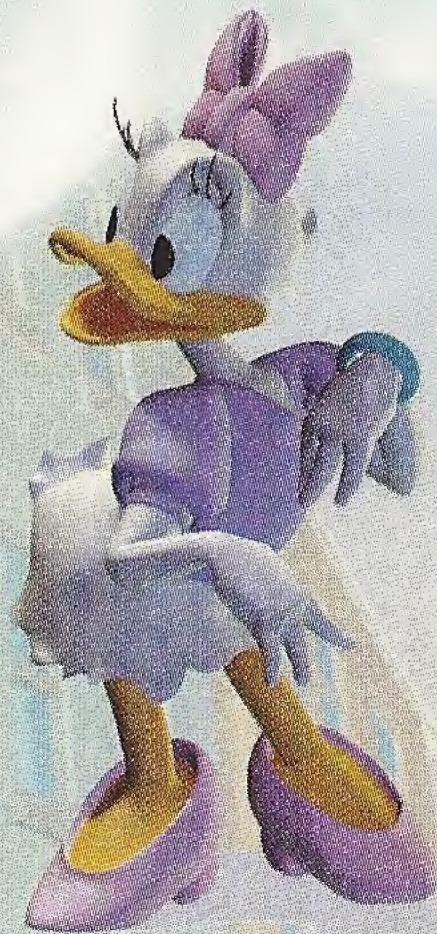
Motto: "I'm the only one who can save Daisy!!!"



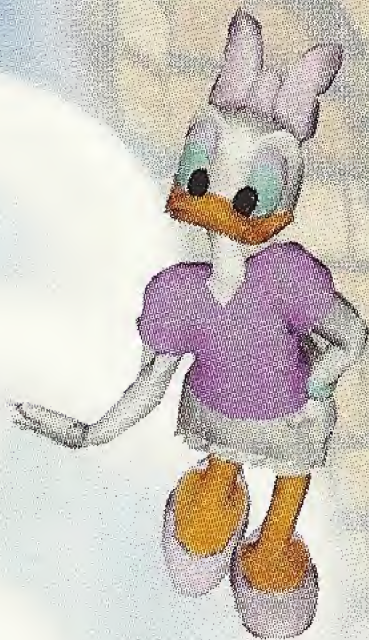
DAISY

Daisy is an outstanding reporter, respected by everyone. She's a perfectionist, and never stops working on something until it's exactly the way she wants it. She's the same way with Donald. After all these years, she still thinks she can change his character! Donald should watch out; Daisy can have violent fits of temper!!!

Today: Daisy has one thing in mind: Getting the news scoop of the century by sneaking into the temple of Merlock, the terrible magician!



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Goal in life:

Turning Donald into an elegant boyfriend, who is quiet and attentive!

Motto:

"Give me liberty and I'll give you the world... and a great news story!!"

GYRO GEARLOOSE

Gyro likes to believe he 'invented it all'! Unfortunately, his inventions often look strange and unreliable. But, with a little help from Donald, they should be able to get them to work. For Donald, Gyro is a trusted guide and ally.

Today: Daisy's his friend, and she's in trouble! Thanks to his invention, the Gyro-Gamma-Tubal-Teleport, Gyro guides Donald to the ends of the earth to save Daisy.

Goal in life: Inventing things that make the world a better place to live.

Motto: "You'll see, one day I'll invent an invention of an inventor I invented!"



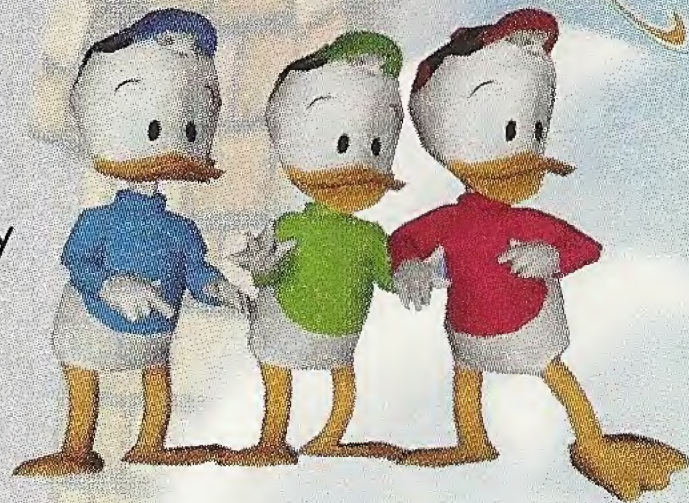
HUEY, LOUIE AND DEWEY

The nephews are inseparable, and love to play practical jokes! Their target is almost always Uncle Donald! They do it because they really love to push Donald's buttons. They're not really mean and they do love their uncle. The nephews are also very smart and creative. They developed and installed some sort of device in Gyro's teleporter!! No one knows what it does! It's a secret...

Today: Donald is about to go on a dangerous trip around the world. The nephews think it's "cool"!! They'll help him to be the most "cool" yet!...

Goal in life: To have fun!!!

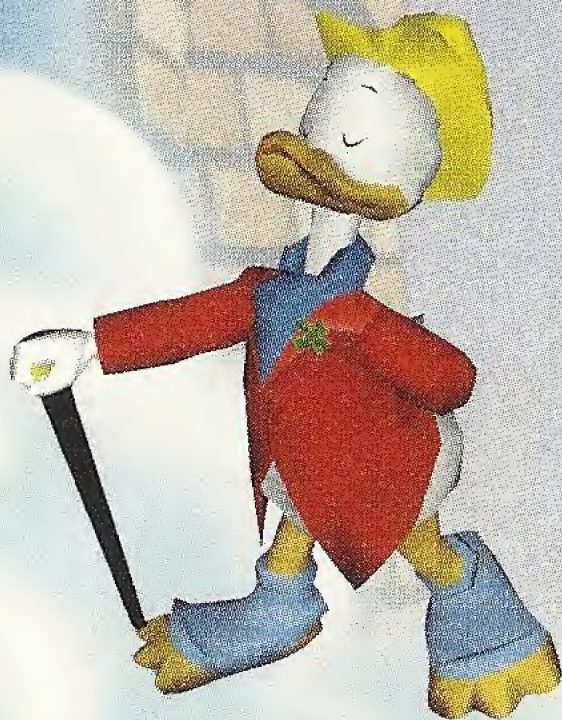
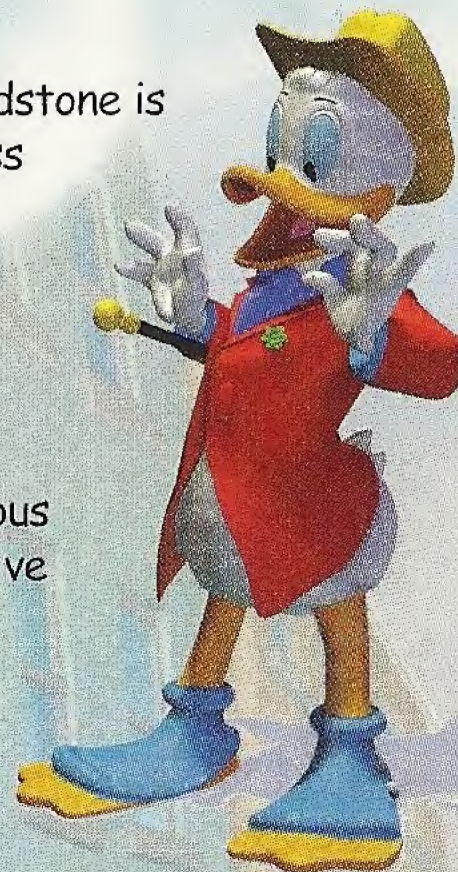
Motto: "1 nephew is good. 2 nephews are better. 3 nephews are COOL!!!"



GLADSTONE GANDER

Gladstone is Donald Duck's cousin. Like Donald, Gladstone is ready to try anything to win Daisy's heart. Needless to say, this could cause some unnecessary competition between the two. Gladstone and Donald don't like each other a whole lot!! Gladstone is also the world's luckiest duck! But for all his luck, he never seems to be able to soften Daisy's heart...

Today: Like Donald, Gladstone is going on a dangerous trip around the world to save Daisy. But, he should've listened to Gyro first...



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Goal in life: To have fun... Oh, and rescue Daisy, of course.

Motto: "I think, the reason for living is when... Whoa! What do you know! I just found a Nickell!"

DONALD'S ENEMIES

MERLOCK

Merlock is an evil and unscrupulous breed. He dreams of taking over the world. Thanks to the jewel he wears around his neck, his magic powers are awesome and startling. He is very sly, and is always transforming himself to surprise his prey. He lives in an imaginary ancient temple that's almost impossible to find. According to him, he's the one who caused Atlantis to sink.

Today: Merlock is building a strange machine. When it's finished, he wants Daisy to tell the whole world how powerful he is...

Goal in life: Everyone must recognize his greatness and tremble before him.

Motto: "Ha, ha, ha, haaaaaa...!!!"

BERNADETTE THE BIRD

Bernadette is a strange bird. Mountain legend says that the summit is inaccessible because a giant bird rules over it. You know what? It's true!!!

Today: She guards the top of Duckie Mountain.

Goal in life: To guard her home, on the highest mountain in the world.

Motto: "Tweet-tweet!"



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THE BEAGLE BOYS

The Beagles Boys are a bunch of thieves. They dream of owning all the riches of the world. They're ugly, empty-headed and bumbling... But, there are a lot of them, which makes them dangerous. Donald should watch out. Recently, the Beagles managed to take over the tallest building in the city! Maybe times have changed...

Today: They protect their hideout, located in the tallest building in Duckburg!

Goal in life: To be the richest thieves of all time.

Motto: "People think we're dumb, but we're worse than they think!"



18

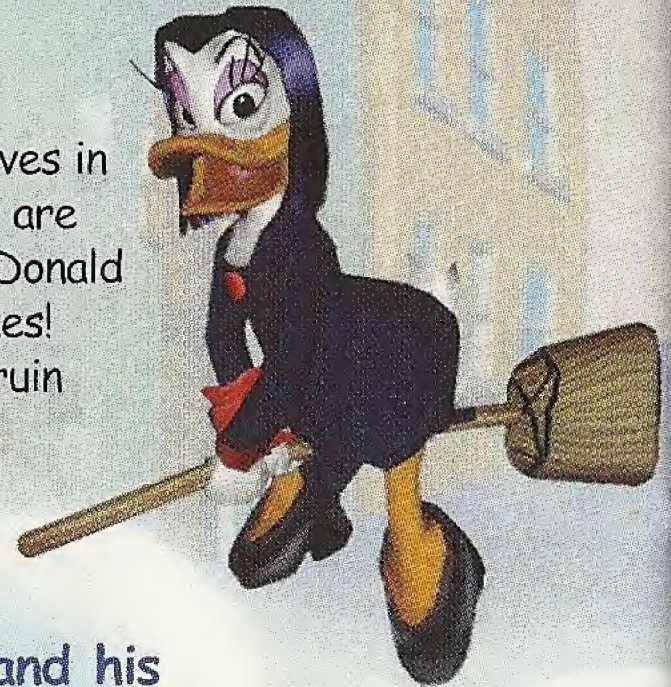
MAGICA DE SPELL

Magica De Spell is a formidable witch. She lives in a sinister flying mansion. Her magical powers are awesome, but her uncontrollable hatred for Donald Duck often drives her to make stupid mistakes! Unfortunately for her, her mistakes always ruin her most diabolical plans!

Today: No one really knows what she does. It's a mystery...

Goal in life: To stop Donald Duck and his friends, and then... who knows!

Motto: "Abra-duck-abraaaaa!!!..."



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of

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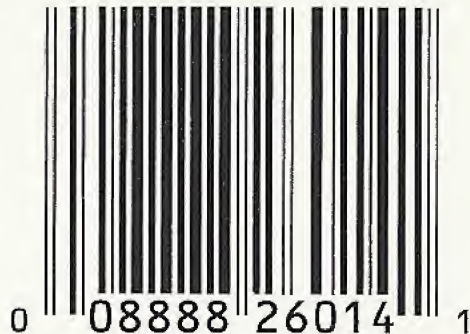
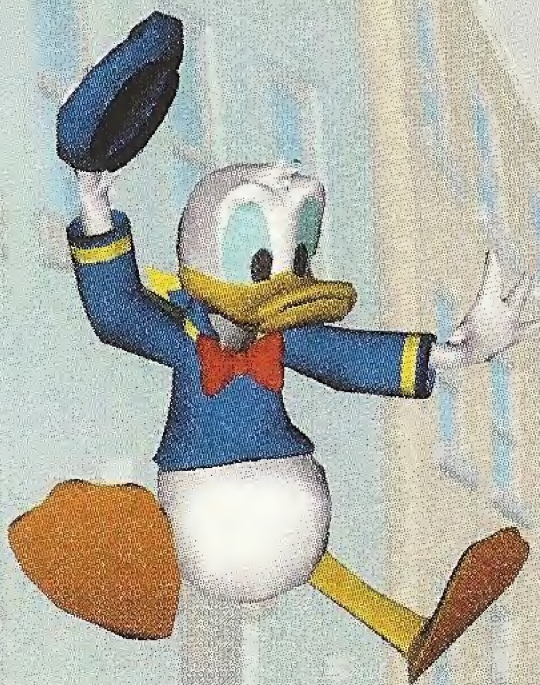


To the Memory of
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NOTES

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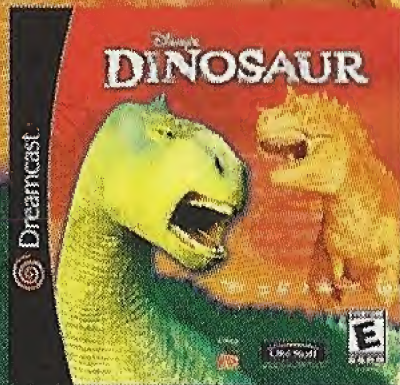
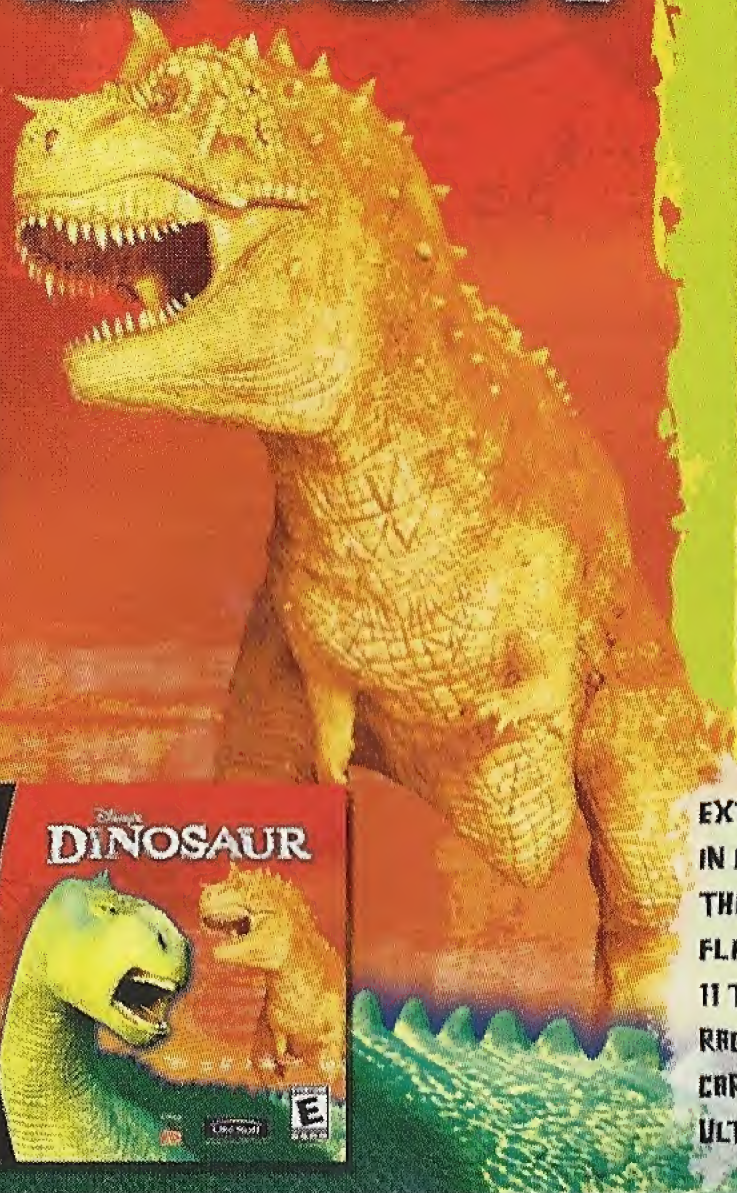
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